

Preferred configuration for a PE playback system and some hints:

- Windows 7 64 Bit
- At least 4 GB 1333Mhz memory or faster. 1600Mhz memory does drop processor usage about 15% 1833 about 25%. P67 or Z68 chipset motherboards are necessary to do so.
- Do NOT use RECC memory they are slower and can make troubles.
- In case of HD playback, the memory MUST run in dual or triple channel mode.
- One channel system, at least Intel i3 3 Ghz processor.
- Two channel system, at least Intel i5 3 Ghz processor.
- Four channel system, at least Intel i7 3 Ghz processor.
- Per channel is at least 1GB free memory needed.
- Make sure UAC (user account control) is disabled during installation or updates.
- Use latest Decklink drivers, at least version 9.0
- Also make sure you have accurate drivers for Graphic, Sound, Raid, Network.
- Use of the Intel Graphic inside of the latest iX processors is possible. (ATI or Nvidia is possible too, but not needed if you have processor built in Intel Graphic)
- Use for the decklink/AJA/Bluefish card the fastest PCI-e slot available on the motherboard. In case you use discrete graphic card, then that card does need the fastest.
- Disable virtual memory
- Configure in power options "turn off hard disk after" to 0 (disable)
- If you use OnBoard Intel hard disk controller make sure you configure it to AHCI or RAID and that you have at least RST 10.6.0.1002 installed.
- Format data partitions where you have the Video files with a block size of 64Kbyte.
- Download the Setup PE from www.masterplay.tv
- Do not install Mplay into the Windows default program folder. Install it to for example C:\Masterplay OnAir or on d:\... So you avoid problems if you don't want have administrator rights after installation.
- After installation of Setup PE install the latest version of Mplay which you can also download from the homepage or use the update function in Mplay. You get to the update function by keep pressing the CTRL-Key while clicking on the Help menu. The menu item is called "Download and install latest build"
- In the help menu there is an entry "Send License to register server" with this you can request a valid license. If you have already an Order/Invoice# please enter that number in that field. If you don't have, keep it empty and you will get a demo license which is valid for 30 days.
- That you are able to playback nearly anything you may want install the 32Bit k-lite Mega codec pack <http://www.codecguide.com/>
- After installation of the k-lite codec pack there is also a utility installed called Win7DSFilterTweaker. When you start this, there is a button called tweaks push it and please check all the boxes then click Apply&Close. (So you disable Internal Windows decoders which can make troubles, Mplay should be closed when doing this)
- If you like to play Quicktime files with the built in decoders you might need to add ;*.mov manually to the Video file extensions. If you install original Quicktime (www.quicktime.com), Mplay will add the extension automatically. Processor usage with original Quicktime is might higher but it is may be more compatible with certain files.

- When you are playing your files and your processor usage is over 50% you might want consider to get a faster processor. Just rarely be over 50% is might not a problem, but keep in mind your system is OnAir and you like to have some headroom. Especially if you like to have several animated logos you need some headroom. To be too long in the area above 50% processor usage can result in staggering and might even other not expected strange behavior.
- Disable of Real-time preview can save a lot of processor power. You could do that in configuration/Options/Interface. (To see that option you need to enable enhanced configuration by right clicking in the selection area and select "Enhanced")
- AMD processors are ok too, BUT keep in mind the processor usage role. (Try to keep below 50%)
- In case of using prefetch, make sure that the prefetch folder is NOT on the same physical hard drive as the operating system!

Known limitations:

- Disconnecting or connecting of a USB Keyboard while playing, can affect the playback.
- If you are copying huge files with Windows Explorer to the hard disk where you are playing OnAir at the same time or to a slow disk in the same system, there is the risk that after a while the playback could start staggering, the staggering does disappear a while after you cancel the stop the copy process. The reason is because writing of a file does have a higher priority than reading. So after a while when the write cache is full Windows does limit the read speed and that's the point when the staggering might does start.
The only solution to avoid this problem for sure: Use a NAS or a FileServer where you have the files and preferable you use there a Raid 5/6. To be sure that Network problems would not affect playback, enable prefetch on the Player. That option will copy files which are currently in the playlist to the local disk and play then from local disk. Because you can limit the write speed in that function it will not affect the playback.
If you do not have the possibility for a NAS or FileServer, make sure that you have enough memory in your system so Windows can cache enough, use of a raid controller like 3ware or LSI can help as well.
- If you have audio drop outs most likely you have a hard drive speed problem. Mostly the audio will come back again automatically, if not you can go into board tab and uncheck/check the Decklink board so it does get initialized.
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